

What is claimed is:

1. A network media environment, comprising:

5 a first hub network including a first server and a first client, and said first server is connected to said first client;

a second hub network including a second server and said first client, and said second server is connected to said first client, such that said first hub network and said second hub network overlap;

10 wherein said first client stores first content bound to said first hub network and stores second content bound to said second hub network.

2. The network media environment of claim 1, wherein

said first server, said first client, and said second server are each compliant devices, and

15 a compliant device that is a member of a hub network will not present bound content that is not bound to that hub network.

3. The network media environment of claim 1, wherein

20 said first client stores said first content in a first sub-copy version of locked content data having a first license bound to said first hub network and stores said second content in a second sub-copy version of locked content data having a second license bound to said second hub network.

4. The network media environment of claim 3, wherein

25 said first client is a compliant device, and

a compliant device that is a member of a hub network will not present bound content that is not bound to that hub network.

5. The network media environment of claim 3, wherein

30 each sub-copy version has a corresponding license that is bound to only one hub network.

6. The network media environment of claim 1, wherein
said first server stores said first content bound to said first hub network, and
said second server stores said second content bound to said second hub network.

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7. The network media environment of claim 6, wherein
said first server stores said first content in a first source version of locked content
data, and
said second server stores said second content in a second source version of locked
content data.

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8. The network media environment of claim 7, wherein
said first source version has a corresponding first root license bound to said first
hub network, and
said second source version has a corresponding second root license bound to said
second hub network.

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9. The network media environment of claim 1, wherein
said first hub network defines a first local environment based on said first server,
and
said second hub network defines a second local environment based on said
second server.

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10. The network media environment of claim 9, wherein
a local environment for a hub network is a limited area defined relative to the
server in that hub network.

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11. The network media environment of claim 9, wherein
a local environment for a hub network is a limited logical area defined relative to
the position of the server in that hub network.

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12. The network media environment of claim 9, wherein
a local environment for a hub network is defined by travel time of packets within
that hub network.

5 13. The network media environment of claim 1, wherein
said first hub network has a first local environment,
said second hub network has a second local environment, and
said first local environment and said second local environment overlap such that
said first sever, said first client, and said second server are each in both the first local
10 environment and the second local environment.

14. The network media environment of claim 1, wherein
said first client is connected to a terminal device for presenting content, and
said terminal device is not a member of said first hub network and is not a
15 member of said second hub network.

15. A network media environment, comprising:
a first hub network including a first server and a first client, and said first server is
connected to said first client;
20 a second hub network including a second server and said first client, and said
second server is connected to said first client, such that said first hub network and said
second hub network overlap;
wherein said first server stores first content in a first source version of locked
content data,
25 said first server stores a first root license bound to said first hub network for said
first source version,
said second server stores second content in a second source version of locked
content data,
said second server stores a second root license bound to said second hub network
30 for said second source version,

said first client receives said first content streamed from said first source version by said first server, and

said first client receives said second content streamed from said second source version by said second server.

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16. A network media environment, comprising:

a first hub network including a first server;

a second hub network including a second server and said first server, and said second server is connected to said first server, such that said first hub network and said second hub network overlap;

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wherein said first server stores a first license and a first version of locked content data, and said first version stores first content,

said first server stores a second license and a second version of locked content data, and said second version stores second content,

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said first license is bound to said first hub network, and

said second license is bound to said second hub network.

17. The network media environment of claim 16, wherein

said second server stores a third license and a third version of locked content data,

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said third version stores said second content, and

said third license is bound to said second hub network.

18. A hub network, comprising:

a server storing a root license and a source version of locked content data;

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a client connected to said server, and storing a first license, a first sub-copy version of locked content data, a second license, and a second sub-copy version of locked content data;

wherein said source version of locked content data stores first content,

said root license is bound to said hub network,

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said first sub-copy version stores said first content,

said first license is bound to said hub network,

said second sub-copy version stores second content, and
said second license is bound to another hub network.

19. The hub network of claim 18, wherein

5 said hub network defines a local environment including said server and said
client.

20. The hub network of claim 19, wherein

said local environment is a limited area defined relative to said server.

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21. The hub network of claim 18, wherein

said client is a compliant device, and

a compliant device that is a member of a hub network will not present bound
content without a license that is bound to that hub network.

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